

* The basis of the map is the situation in 1912. Territorial changes since the War of 1914-1918 are indicated, mainly as affecting the former German possessions assigned to Great Britain, the Union of South Africa and France, as Mandatories of the League of Nations. B.M. - British Mandate. F.M. - French Mandate. Prot. - Protectorate. Z. - Zone.

Cricket & Crocodiles

An Adventure Module for Operation: Fallen Reich suitable for 4-5 players
The adventure will require at least one character to know Arabic.

This is a true work of fiction.

If you recognise your name in the text, it can mean one of two things:

- (a) It is pure coincidence
- (b) You either got a very fancy name or you are a jolly good person, feel honoured.

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THE ADVENTURE PLOT

German agents have found out that the Brits have successfully mounted a 30mm automatic gun on their highly advanced fighter aircraft, the Supermarine Spitfire. This is a technological breakthrough that needs to be investigated. Other agents of the Third Reich found out that the Brits were to show this plane at a large Royal Air Force fair at the RAF Ismailia Airforce base, east of Cairo, Egypt, in an attempt to show the common wealth, puppet states and some neutral countries that Great Britain is still great and despite the news of the German supremacy, Great Britain will defend herself and her allies in case of war.

The fallens calls upon an old friend, the Reptorium Fallen, and asked him to help them get their hands on this new prototype of the Supermarine Spitfire.

ADVENTURE SYNOPSIS

The characters are all summoned to Southampton harbour to board the ship R.M.S Strathaird for what they believe is a journey to Australia. They will soon learn that they will be leaving the ship before it will pass the Suez channel, at Port Said, to investigate rumours about the rising of the ancient Crocodile Cult of Sobek-Ra.

The trip to Port Said will take nine days instead of the planned eight because the German Navy prevented any civil traffic outside the coast of Spain during their large spring combat exercise.

It will not be a peaceful journey, on the contrary, it will be a week full of murders and accusations. On the ship, among the other almost 700 passengers are the Australian Cricket Team, who are returning after a month long tournament against England, Scotland and Wales, where Australia won the tournament, mainly because of their ace batter, Howie Rush. Howie Rush have been playing with an old Cricket bat, *The Singha bat**, that he got from his great uncle when he was just a kid. The bat was made in India, and was blessed in names of Shiva and Vishnu, and was washed in the waters of Ganges. The ritual gave the bat some extraordinary powers.

The first murder is a failed attempt on the characters contact on the ship, Mr MacEvan, where the assassin, Günther Glaas, accidentally kills the Australian cricket player Howie Rush instead.

The second murder is totally unrelated to the characters, but witnesses will lie and help the characters to understand who really is the murderer that tried to murder their contact, or at least point in the right direction. This murder is a crime of passion, where the husband and his secretary murders his wife as she would make him bankrupt in the upcoming divorce.

The third murder is a trick by the murderer to fake his own murder, casting shadows over a playing character and at the same time cleaning himself from any suspicions, a very clever plan. Knowing that the old woman in cabin 309 always return early after the dinner, he staged his own murder so that when the old woman came along the deck outside the cabins, he shouted loud: *<the name of the character> please don't kill me!*

Then he fired a silenced gun, dropped it and tossed himself backwards over the railing. What the old woman did not see was that he was securely fastened with ropes and only fell just below the railing, then, when she was running away screaming, he climbed back again, removed the ropes, dropped two items he had pick-pocketed earlier from the characters, and then disappeared to hide himself in a small unused compartment close to the engine room for the rest of the journey, removing his disguise as a Polish sales representative. The clothes he tossed into the dark waters, tied to a wrench.

This will put the characters in a peculiar situation, but they might find the real killer in time, gaining trust and most of all, the Singha bat.

In Port Said, they might have some troubles with the authorities, depending on how the murder mystery went. They will get a crate with bicycles and weapons, and head Southwest into the Nile delta, looking for a village south of Tantah, Al'Quasah.

Here they will make the first contact with the Crocodile Cult of Sobek-Ra, where they at the old temple ruins will find a parchment written in Hieroglyphs, but it is recently printed, not ancient at all.

At the market and at the fishing docks the characters will have the opportunity to gather some vital information. They will hopefully realise that this is the perfect source of information.

They will now one way or they other find either the house where the cult leader lives or the hidden temple of Sobek-Ra in the village of Al'Quasah. If they are careless, they will be attacked by cultists.

The first battle, if they are careful, the characters will have the element of surprise when they decide to confront the cult leader and his family, and the cultists that stays with them, otherwise they will be prepared for the coming battle, and that will lower the odds for our heroes.

The cultists will if examined using sixth-sense, rituals or special powers be possessed, and if exorcised or the spirits are forced to leave, and living cultists will just have a huge blackout, remembering what he was doing before he was called, like having dinner with my wife, or was at the fish auction.

When the cult leader is killed or his amulet removed, all cultists will be somewhat lost, *Observation* plus *Psychology 15*. If someone puts the amulet on, that feeling of lost will instantly go away, but it will fade in a day or two otherwise.

If someone puts the amulet on, he will be under control by the Reptorium Fallen, and will try to slip away unseen from his friends. He will try to go to the temple ruins, there he will meet Sobek-Ra who will speak ancient arabic, *Arabic 20* to understand, giving him orders. If he successfully removes the amulet, he will have no memory of what happened, but that might be recovered with a seance or something, GMs call.

Now, they will probably have a tight schedule to locate the secret airstrip, warn the British military personnel that something is about to happen.

The Reptorium Fallen is not in Al'Quasah, but is hiding in the river, as a large crocodile. He use to show himself when the cultists meet at the ruins, and speak to them in Ancient Egyptian tongues playing the role as the ancient god Sobek-Ra.

If the characters attacks the cult leader and remove the medallion from him, the Reptorium Fallen will decide to move, setting his course after the medallion. Remember this as the encounter with the Reptorium Fallen might come rather unexpected, even with a rather bad timing, depending on how evil you are as a GM. If the characters have been to slow, and the Spitfire has already been stolen, he will attack the characters at first opportunity, but if the characters are going to try to stop the theft, the Reptorium Fallen will be there, and strike where it will hurt the most, to help the German agents.

SOBEK-RA

This is information on Sobek-Ra, available to the characters who try to remember it using *History* or *Archeology* skills. Depending on how good they roll, let them remember bits and pieces of the information.

Sobek (also called Sebek, Sochet, Sobk, Sobki, Soknopais,) and in Greek, Suchos (Σοῦχος)) was the deification of crocodiles, as crocodiles were deeply feared in the nation so dependent on the Nile River. Egyptians who worked or travelled on the Nile hoped that if they prayed to Sobek, the crocodile god, he would protect them from being attacked by crocodiles.[The god Sobek, which was depicted as a crocodile or a man with the head of a crocodile was a powerful and frightening deity; in some Egyptian creation myths, it was Sobek who first came out of the waters of chaos to create the world. As a creator god, he was occasionally linked with the sun god Ra.

Most of Sobek's temples were located "in parts of Egypt where crocodiles were common."Sobek's cult originally flourished around Al Fayyum where some temples still remain; the area was so associated with Sobek that one town, Arsinoe, was known to the Greeks as Crocodilopolis or 'Crocodile Town.'

Another major cult centre was at Kom Ombo, "close to the sandbanks of the Nile where crocodiles would often bask. Some temples of Sobek kept pools where sacred crocodiles were kept: these crocodiles were fed the best cuts of meat and became quite tame.[When they died, they were mummified and buried in special animal cemeteries. In other areas of Egypt, however, crocodiles were dealt with by simply hunting and killing them.

Gradually, Sobek also came to symbolise the produce of the Nile and the fertility that it brought to the land; its status thus became more ambiguous.

Sometimes the ferocity of a crocodile was seen in a positive light, Sobek in these circumstances was considered the army's patron, as a representation of strength and power.

Sobek's ambiguous nature led some Egyptians to believe that he was a repairer of evil that had been done, rather than a force for good in itself, for example, going to Duat to restore damage done to the dead as a result of their form of death. He was also said to call on suitable gods and goddesses required for protecting people in situation, effectively having a more distant role, nudging things along, rather than taking an active part. In this way, he was seen as a more primal god, eventually becoming regarded as an avatar of the primal god Amun, who at that time was considered the chief god.

When his identity finally merged, Amun had become merged himself with Ra to become Amun-Ra, so Sobek, as an avatar of Amun-Ra, was known as Sobek-Ra.

In Egyptian art, Sobek was depicted as an ordinary crocodile, or as a man with the head of a crocodile. When considered a patron of the pharaoh's army, he was shown with the symbol of royal authority - the uraeus. He was also shown with an ankh, representing his ability to undo evil and so cure ills. Once he had become Sobek-Ra, he was also shown with a sun-disc over his head, as Ra was a sun god.

In other myths, which appeared extremely late in ancient Egyptian history, Sobek was credited for catching the Four sons of Horus in a net as they emerged from the waters of the Nile in a lotus blossom. This motif derives from the birth of Ra in the Ogdoad cosmogony, and the fact that as a crocodile, Sobek is the best suited to collecting items upon the Nile.

THE SINGHA BAT

The bat was made in India, and was blessed in names of Shiva and Vishnu, and was washed in the waters of Ganges. The ritual gave the bat some extraordinary powers. It has a few powers that gives its wielder an extra edge. First, any flying round objects of a size smaller than a human skull, preferably a Cricket ball, is attracted by a mysterious gravity applied by the bat, which makes it much easier to hit flying objects with it, more specific, balls. Second, when you hit good, jolly good, you will really hit good.

The bat has been in the possession of Howie Rush for over 15 years, and he is known to occasionally suffer from very strange accidents on the field, but always recovers remarkable fast.

GM Note:

How to translate this into game mechanics? First, the bat is treated as a Club with +2 + Strength bonus in damage.

Hitting a ball in the air; a difficulty modification of -5 is applied, as long as the wielder has been accepted by the bat. No person with evil or selfish intentions will be accepted. Second, if a jolly good roll is made, roll two damage dice and use the most favourable, which in some conditions might not be the one with the highest value. As the bat is under the influence of the good spirits, it will deal an additional damage of +8 versus Fallens.

There is also a downside, any Oh dear rolls, with cause a traumatic accident for the wielder; as the bat will slip the grip and hit the wielder with 1d20 2 + Strength bonus of damage, which for most persons can be too much to handle.



NPCS IN CHAPTER ONE

Agent Günther Glaas			
Suspicious Mind			
Reaction: 4	Defence: 14	Toughness: 5	All other melee: 4
Pain limit: 13	Aura: 1	Courage: 8	All Perceptive skills: 3
Pistol: 5	Rifle: 1	Stealth: 5	All Other physical skills: 4
Fights ranged using his Luger P 08, and in melee using his switch blade (damage 1)			

ADVENTURE START, APRIL 16

This adventure requires the characters to already be working for the government, in Operation: Fallen Reich. Any of the companies are accepted as sometimes joint operations are performed when skills are required in different fields of expertise, or the character can be on the governments payroll and still have another job.

April							May							June						
Mo	Tu	We	Th	Fr	Sa	Su	Mo	Tu	We	Th	Fr	Sa	Su	Mo	Tu	We	Th	Fr	Sa	Su
					1	2	1	2	3	4	5	6	7				1	2	3	4
3	4	5	6	7	8	9	8	9	10	11	12	13	14	5	6	7	8	9	10	11
10	11	12	13	14	15	16	15	16	17	18	19	20	21	12	13	14	15	16	17	18
17	18	19	20	21	22	23	22	23	24	25	26	27	28	19	20	21	22	23	24	25
24	25	26	27	28	29	30	29	30	31					26	27	28	29	30		
4:○	11:●	19:●	26:●				3:○	11:●	19:●	26:●				2:○	10:●	17:●	24:●			

The adventure starts in the morning of Sunday, April 16, 1939, when the characters all receive an envelope delivered to where they are somewhere on the British Isles. The envelope contains a ticket with the P&O lines to Melbourne, Australia and a note, signed Colonel M. A. Cumberland. The characters now have five days to travel to Southampton, any extra expenses will be compensated by the O:FR in time.

GM Note

GM can either just skip the journey to Southampton entirely, and just jump to boarding the ship, or have fun with the journey itself. If you want to give your players a jolly good time to remember, and you have plenty of game time, just think about the movie *Clockwise* with John Cleese. This could be ran one on one with each player separately before you all get together to play the real adventure.

THE PORT OF SOUTHAMPTON, APRIL 21

In the port of Southampton, the ship R.M.S Strathaird is at the docks, ready to be boarded. Long lines of people boarding the ship, as well as groups of people taking long and having love-full goodbyes. The port is busting with people and luggage.

The talk of the day is the gigantic military parade thrown yesterday for Adolf Hitler on his 50s birthday. Never have the world seen such military power, and with the Huns now occupying Czechoslovakia, is the war coming to Great Britain now? The German fleet is moving from Kiel to a spring practice outside the Atlantic coast of Spain.

Boarding takes its time, and when everyone is finally boarded, the last crate loaded, R.M.S Strathaird signals three short signals for I am in reverse, and a tugboat help her out of the port.

After a one hour delay, R.M.R Strathaird is finally moving and people are now walking around the large ship, trying to locate the dining room, the social saloon, and all the other interesting



ABOARD THE R.M.S STRATHAIRD

Aboard the R.M.R Strathaird, the characters have found their cabins, The cabins are 609, 611, 613 and 615, all located the second floor, below the main deck.

The cabins are small, but comfortable. Anyone feeling to spend some money and attract some attention, for good and for worse, can upgrade to a first class ticket for the upgrade rate of merely 76 pounds sterling per person for a room, or 103 pounds sterling for a full suite with a Queen sized bed,. Unfortunately there is only one available suite at the moment.

GM Note

It is of course a very limited supply of both single and double rooms, so it is important that the characters are informed that they need to try to upgrade when the ship leaves the port, which is before they meet Dr. MacEvan and learn that they will not travel to Australia but only to Port Said.

As the ship has a few young and rather good looking members of the opposite gender travelling both first and second class, there will be time to show off some Etiquette and some Charm skills during evening ballroom dances or in the lounges. A good opportunity to add some romantic touch to the adventure.

DR. MACEVAN

The cabin with number 709 is located down on the third floor below deck. It is a little more noisy here, and there is a distinct smell of oil coming up through the air vents and stair cases.

Dr. MacEvan is Scottish gentleman in his mid fifties with a reddish beard and a almost bad head, giving him a rather peculiar appearance. His small round reading glasses are just the icing on the cake. He speaks with a deep Scottish accent, from the highlands, as he originates from Wick, on the Northeast coast of Scotland. He is a doctor in agriculture at Edinburgh University and a well known writer of several book on potatoes.

GM Note:

*Dr. MacEvan has no clue of anything else, but the fact that he was generously paid by someone who he knows works for the government for doing a small favour, handing over an envelope to anyone giving him the pass phrase **Derby Hat**.*

When the characters have made proper contact, Dr. MacEvan will hand over the envelope, and he is looking relieved when the characters have received it. He will smalltalk for about five minutes maximum, then excuse himself as he have a book to write and a series of lectures to prepare that he will hold at the University of Melbourne.

GERMANS CAUSING PROBLEMS

On the third morning on the ship, Monday, April 24, the news of the days is that they will have to stay on waters outside the coast of Spain, as the German Navy is having a large manoeuvre in the waters, stopping all traffic. There will be much upset chatter from the upperclass British ladies in the first class section, running to the captain all the time complaining, and asking the captain to call for an escort by the Royal Navy, which is the largest and most powerful navy according to them.

MURDER O'HOY

On the fourth morning, Tuesday, April 25, the news is quickly spread that a gentleman has been murdered aboard the ship, in cabin 707. He has been shot in the head, but his cabin door was locked and bolted from the inside. The victim was the Australian cricket player Howie Rush, the team most important player and the best batter of all times.

Witnesses, Mr MacEvan from cabin 709, and the Stirling couple from cabin 705, all remembers some noise in the middle of the night, and that the engines was going again, which says something must have happened after midnight.

GM Note

The body was found on the floor at (2), and the port hole at (1) was broken, probably from gunshots.

What really happened was that a German assassin Günther Glass ascended the ship side using a rope, then shot Howie Rush in cabin 707 instead of MacEvan in cabin 709.



Forensic evidence that could be collected:

- On upper deck, the railing, *Searching 15*: The white paint have been worn off on the railings above the cabins 705, 707, 709.
- The cabin, *Searching 15*: No bullet marks in any furniture in the cabin.
- The cabin, *Observation 15*: There seems to be gun powder particles on the outside of the broken port hole glass, and shards of glass inside the cabin.
- The Body, *Autopsy*: The bullets are still in the body, in the head, both of them.
- The Body, *Autopsy 15*: The bullets are German 9 mm bullets.

THE SECOND MURDER

During the fourth day, when everyone is rather upset about the fact that there is a murderer aboard the ship, more things happen. In the afternoon, right before afternoon tea, a middle aged woman is found dead in one of the cleaning closets on board the ship. She has been strangled, as she still has a belt around her neck. Her name is Margaret Hayward, married with Howard Hayward, both travelling in cabin 218. Mr Hayward says he hasn't seen his wife since breakfast.

- *Judge of Character 15 or Psychology 15*: Mr Hayward seems to talk a lot with Ms Bailey, his secretary, who travels in cabin 220, they seems to have a relationship that goes beyond professional.
- *Evaluate 15 or Searching 15*: The belt is made in Spain and is of a rather expensive kind, often worn by women.
- *Observation 20*: The mostly worn belt hole would make it way to tight to even be possible to fit around the rather round middled aged woman of Margaret Hayward.
- *Observation 15*: Ms Bailey has an ugly bruise on her left knee, that she tries to cover with her a little to short shirt. If asked she claims she fell in the stairs this morning as she had too much to drink last night, and Mr Hayward confirm her story.
- *Interrogation 15*: One of the older women in first class, Mrs Jane Appleton, claims that she saw Mr Hayward and Ms Bailey kissing on deck last night when she was taking her late night walk, and that they looked uncomfortable when they realised they had been seen. Such a shameful man, he is married.
- *Judge of Character 15*: Ms Bailey is a young and very attractive woman that seems to have both an expensive taste and a way of getting what she wants.

GM Note

The murder might, or might not be solved by the characters, depending on their skills, and the solution is not vital at all. If Mr Hayward or Ms Bailey are questioned about their whereabouts, a short slender man with a Polish accent, Mr Ambrozy Borkowski, supports their story and give them alibis, whatever it is, as long as it is believable. Mr Ambrozy is travelling first class, in suite 103, and is a sales representative for a Polish construction company. Mr Ambrozy is the German agent Günther Glass in disguise.

- *On Mr Ambrozy, Judge of Character 25*: There is something not quite right with this person, he is not who he claims to be.

For the next scene, pick the character that have been most of a problem for the murderers or the one that seems to have most influence on the crew members.

THE TELEGRAM

It is dinnertime on the fifth evening aboard, Wednesday, April 26, and most of the passengers are assembled in one of the three large dining room on the ship. One for the first class passengers, and two for the second and third class travellers. About 9 PM, when the characters have had the main course, roasted lamb with mashed potatoes and vegetables, and are waiting for the desert, Crème Brullie, a waiter approaches the table where the characters are seated, telling on of the characters that he has received an urgent telegram and that he has to sign for it in person in the radio room, next to the bridge.

GM Note: *It will take about 20 minutes to get the telegram. First the character have to sign form B-19, then A-14, then they realise that form B-19 was incorrectly filled out so it has to be filled out again. Then they have to wait as there is some other important radio traffic that is needed to be handled first, before the telegram*

The telegram reads as follows (use the handout):

MAX IS VERY EAGER. STOP. CONTINUE AS PLANNED. STOP. REMOVE LAST PROBLEM. STOP. THEN REPORT TO MAX. STOP.

GM Note

This telegram is of course nonsense but it is correctly addressed to the character in question. The telegram is just part of an even larger scheme that soon will evolve around the character in question. It was sent from the ship by Günther Glaas with a hidden transmitter that can be found hidden under his bed in his suite, number 103.

ACCUSATIONS OF MURDER

When the character finally got back to the dining room for dessert and his tea, an old woman comes running into the dining room and when the character arrive she points at him screaming:

- There he is, it must have been him. I heard the poor man say his name. I saw it with my own eyes, he killed that polite Polish salesman, he shot him and he fell over board. I saw it, I can swear it was him.

GM Note:

At the murder scene there will be a Luger with a silencer, recently fired, and two items from the characters, like a wallet, a ticket, a napkin, cuff links or other similar very personal items.

Any investigations will show the following information:

- Judge of Character 15: The old woman seems to be sure of what she saw, but neither her eyesight, nor is her hearing is the very best.
- Suite 103 (belonging to Mr Ambrozy) Searching 15: Under the bed, hidden in a cigar box is something strange.
- Cigar box Radio *or* Electronics 15: This is a Morse code radio transmitter.
- Morse code radio transmitter Radio 15 *or* Electronics 15: The transmitter is built using German parts.
- The gun and the bullets that killed Mr. Rush Pistol 15 *or* Autopsy 15: The bullets that killed Mr. Rush was fired from this very gun.

GM Note

The remaining four days of this trip will be interesting for both the GM and the players. How can they prove that the accused character is innocent and can they track down the real murderers? Will they end up in custody and handed over to the local British authorities in Egypt when they dock in Port Said?

Every now and then, about 2 times a day, any character moving around can roll an Observation 15. A successful roll will make him or her see a person that distantly looks like the dead Polish salesman, disappearing down a staircase or around a corner. Tracking 15 or Shadowing 15 after this will lead the characters to the secret hiding place in the cargo bay used by Günther Glaas. The tracking or searching operation will take about 8 hours.

If the characters succeed in catching Günther Glass before they dock at Port Said, the captain of the Australian cricket team will approach the characters, handing them the Singha Bat as a token of appreciation from the team for catching the killer of their team mate Howie Rush.

If Günther Glass is allowed to leave the ship in Port Said as a free man (in another disguise), he will warn the enemies of the characters arrival.

THIS IS THE END OF CHAPTER ONE

PORT SAID - EGYPT, MAY 1

Arriving in the early morning of Monday, May 1, at Port Said, the characters have now reached their unofficial destination. Port Said is a waiting area for ships queueing for the Suez channel, moreover, a loading dock for fresh food as it is so much cheaper to load this here than in Southampton. This will be an eight hour stop, and the passengers can leave the ship and get caught by the many merchants in the busy market streets of Port Said. Large signs on the docks warn travellers about thieves, robbers and pickpockets.

If the *chosen* character is still a suspect of murder, he will be picked up by the local Egyptian police, under British command, and brought to custody in the local police building of Port Said. It will take the other characters about 24 hours of bureaucratic hassles to clear the accused characters from any suspicions, without revealing the true nature of the characters visit to Port Said. This might involve telegrams through the embassy to someone in within the O:FR organisation, loosing at least two valuable days.

GM Note

Just go with the flow, let them roll some different skills, be creative and role play this one out. Oh Dear rolls will notify the enemies of the characters arrival, Jolly good rolls will counter that, and can even bring in Günther Glaas if the characters take that course of action, closing this case conclusively.

The ship will leave in the evening of Monday, May 1, and will not wait for any missing passengers. Any luggage left onboard will be lost forever.

THE TOWERS RESTAURANT

Salem-Ali Khamal, head waiter at The Towers Restaurant, is secretly working for the British government, and government representatives often take their foreign visitors to the Towers for expensive dinners, a mutually good agreement. When the characters arrive, and asks Mr. Khamal for a package, they will be guided down to the basement of the house, and across the backyard to the warehouse building behind, where a large crate is now standing. Khamal will leave the characters to open the crate in privacy, wishing them good luck before he leaves.

The crate contains the following items, all disassembled to fit in the crate.

One per character:

- A bicycle, a traditional British model, painted in black.
- One set of tropical clothing.
- One Webley No 1 Mk 6 revolver with 1 box (36 rounds) of ammunition.

Items as listed:

- One bicycle trailer with a canvas top to be attached behind one of the bicycles.
- One set of outdoor camping gear, including a tent for up to eight people.
- Two SMLE Mk III rifles with 1 box (50 rounds) of ammunition each.
- Two Thompson M1928 submachine guns with 3 clips of 30 rounds each.
- One Holland & Holland .600 Nitro Express big game hunting rifle with a box of 16 rounds.
(The .700 Nitro Express in the rules was not constructed until 1988)
- Two pair of Binoculars.
- Two compasses.
- Two one pound waterproof cloth bags, containing tea. One bag with English Breakfast and one with Earl Grey for the afternoon tea.
- A large box of British afternoon tea biscuits.
- An envelope with some bank notes inside, 100 Egyptian Pounds.

GM Note

*It will take the characters proximately 4 hours to assemble and check all the equipment. Each characters will make a few rolls for **Mechanics** to see how well the assembling goes.*

RIDE, RIDE, RIDE YOUR BIKE

The journey southward into the dry, unfriendly lands of Egypt is both very hot and rather exhausting for the group of brave adventurers. Every second hour, every character has to roll an *Endurance*, a failure means that they need to spend one hour resting and making tea. They can spend a maximum of twelve hours per day traveling or making tea, the rest of the time is for meals, making camps and sleeping.

The character with the carriage on his bike will have +3 difficulty to his endurance checks. If some of the characters has a very low endurance and is slowing the party down, that character can ride the carriage The bike tied to it. This will increase the difficulty for character with the carriage with another +3.



The land distance from Port Said to Tantah is about 135 miles. Tantah is located in the Nile delta, and as the roads are not in very good shape. The estimated travel time is about 27 hours of biking, as the average biking speed is about 5 miles per hour. The trip will in optimal conditions take only a little above two days, but how often do we have optimal conditions in real life?

GM Note:

The village of Al'Quasah is located about 5 miles south along the river from Tantah, on the West side of the river. After about two miles, the characters sees a fence with some interesting text on, in Arabic. To see the translated version, a successful Read Arabic is required. When the characters continue closer to Al'Quasah, let them roll several Observation rolls, and any success will let them know that they have a feeling of being watched.

When they have been in Al'Quasah for some hours, let them secretly roll the average of Observation and Religion. If success, that person make a notice that very few women here are wearing the traditional Islamic head covering scarfs. To communicate with someone that does not speak English a speak language roll is required to communicate and be at least understood. A roll of 15 or better will make most of the conversation understandable.

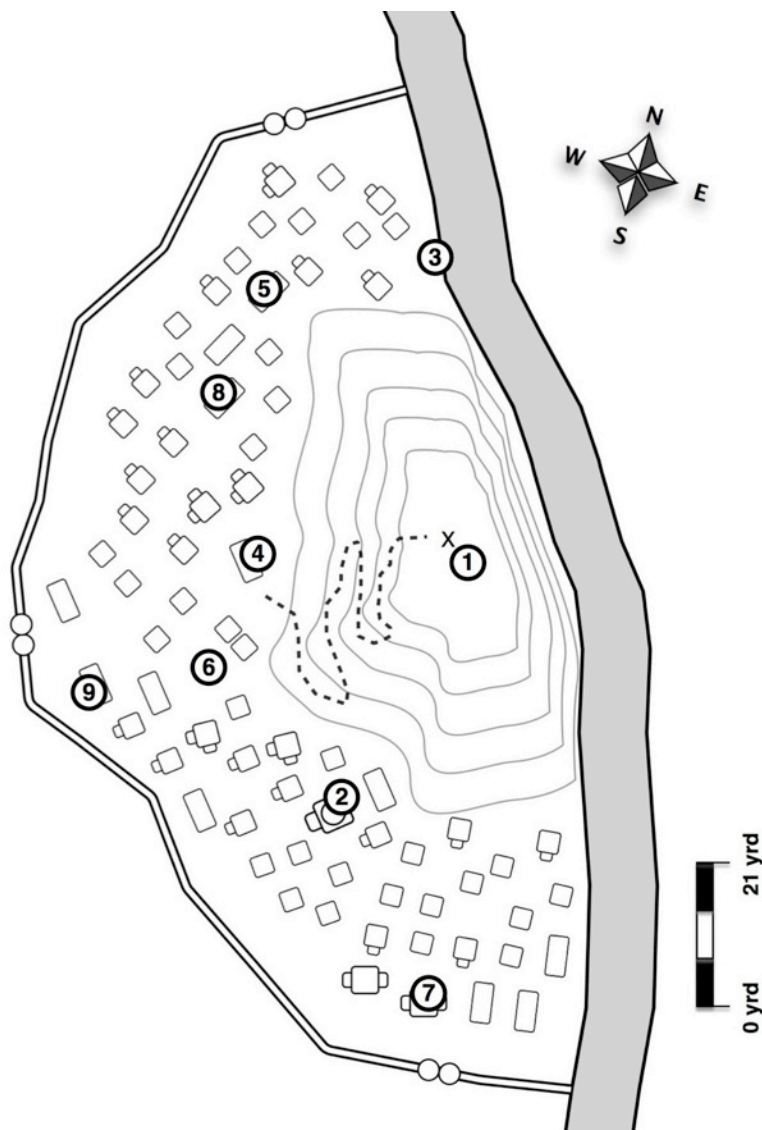
AL'QUASAH

This is a small village, built on the slopes of a hill that rises close to the river. On the top of the hill was once an Egyptian temple, now only a few pillars and stones can be seen from the ground. The village is surrounded by a 3 foot high, brown stone wall, with several gates. About 50 houses are within the wall. Along the riverside are several small jetties and fishing boats.

The characters will have a feeling of being avoided, as people seems to hide inside when they enter the village.

Map keys to important places:

1. The temple ruins
2. The abandoned Mosque
3. The fishing docks
4. The hidden temple of Sobek-Ra
5. Sphinx Lodging
6. The Market Square
7. Sandstorm Tavern
8. Cult leaders house
9. Traveller's Lodge



WHAT CAN BE DONE IN AL'QUASAH?

There are about 500 people in this village, men, woman and children, but very few will have anything at all to do with foreigners, specially British foreigners. Most of them will just hide away when they see the characters approaching. The characters now have some free roaring in the village, but remember, when they get too close to the truth, they will be attacked by some cultists. All persons are listed in the Al'Quasah roster at the end of this chapter.

1. THE TEMPLE RUINS

A successful *Tracking* will reveal that the track has been recently used and used quite often, and the tracks seems to lead to a building at the bottom of the hill (4). The walk to the top of the hill takes about 10 minutes as the tracks are very steep, and the heat makes it impossible to walk with any speed at all. During night time it will only take about 5 minutes.

The ruin itself is not much to see, a few and fallen broken pillars and some piles of stone. An *Observation 15* will reveal that the centre square has been recently used, as both footsteps and pieces of ash can be found up here. If the characters search the location for some clues, *Searching 15*, they will find a piece of papyrus. *Read/Write Hieroglyphs 15*, and it translates to Sobek-Ra, but an *Evaluate* will give it a price of absolutely nothing as it was recently printed with modern printing technology on a paper that should reassemble papyrus.

2. THE ABANDONED MOSQUE

This mosque seems to be abandoned, or very seldom used. A successful *Religion* will note that no prayer calls from the Minaret are made at the custom times, and the large iron doors are closed and locked with a thick chain and a large padlock.

Any questions to any villager about the mosque will just be answered by looking in the ground and slowly walking away. If the characters tries to break in, they will be attacked by a group of cultists.

The building itself seems to be in rather good shape, except for some broken windows.

3. THE FISHING DOCKS

Along the riverbank are several small huts and in the morning, a small fleet of about ten small fishing boats sail out on the river, fishing by nets. During the day, a few men and women sit outside the huts mending nets and other fishing equipment. In the evening, when the boats return, the catch of today is quickly auctioned away to the highest bidder. Fish merchants buy most of the catch, along with the local butcher, Mr Kazemde.

GM Note on the fishing docks:

The following persons can be found here during a day, in mornings or evenings there will be much people, just pick someone. Remember to role play all the encounters here.

Mr Ghezalhi, a man in his mid sixties, with weathered skin and grey hair, speaks only Arabic. He was once a fisher but grow too old and too stiff. Now he works with repairing the nets and other equipment. Spare parts are rare. He will not speak about the cultists, as he is deeply involved, and will when he discovers the true reason of the characters visit, inform the cult.

Mr Bengai, a short man in the mid forties with crouches, missing the left leg below the knee. He do speak a little English since his day in the military. He lost the leg in the great war in the Gallipoli campaign in November 1915. He also works by repairing nets, sitting on one of the benches. He lost his brother in the war, and has been a bitter man every since. He dislike the cult, as he cannot see what good it would bring. When he learned that Germans have been here, he realised that something bad was on the foot, but as a cripple, what can a man do alone? He knows the cultists meet sometimes after the fish auction, in some secret location.

Mr Dalila - fisher, in his mid thirties, well built. He is only here mornings and evenings, speaks only Arabic. Is one of the most devoted cultists and close to the leader. He will avoid any conversations regarding the cult, but carefully note who asked what, and then report it to the cult leader.

Mr Oseye - fisher, in his mid fifties, all with grey hair, He is only here mornings and evenings, speaks only Arabic. He is involved with the cult, was recruited by Mr Bengai. As he has some old grudges with the British, he saw this as a way to rid the country once and for all of British influence. He have problems with everything British. His two sons works with him, but they will not speak to strangers at all.

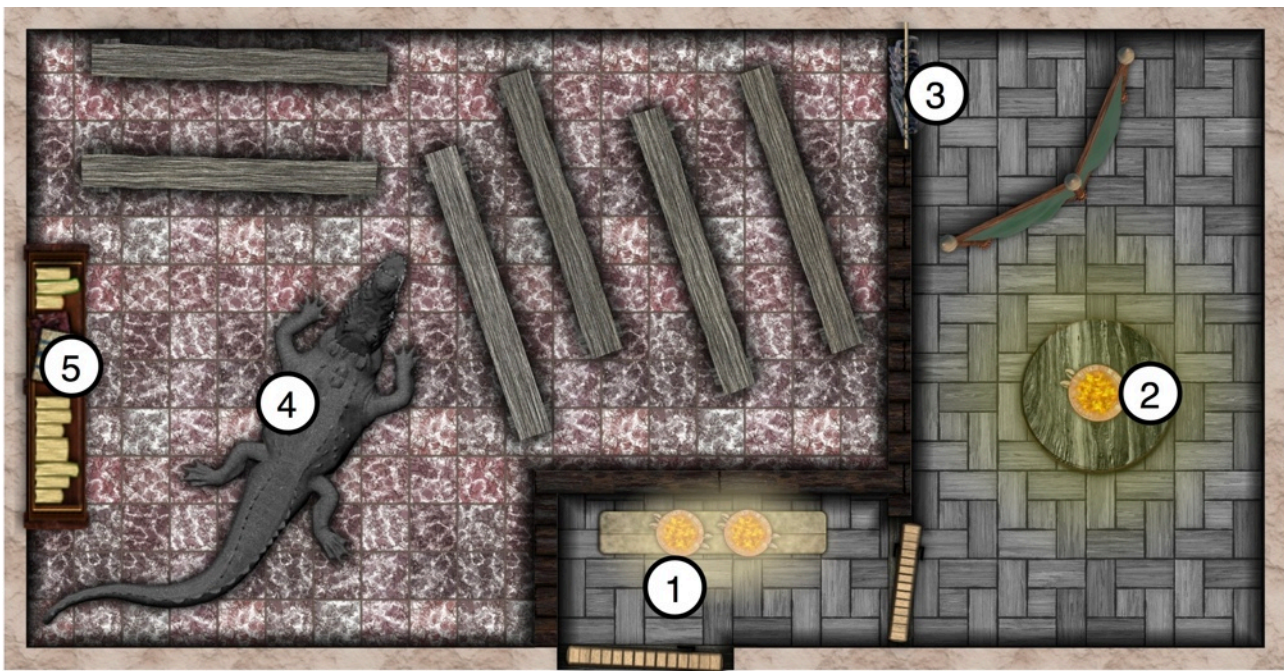
Mrs Beye - an old woman, almost seventy years old, with thin white hair sticking out under the worn scarf over her head. She speaks rather good French as she was once married with a French Colonel, who was killed on the western front in 1917. After his death, she moved back to Egypt, but left her children in France. She now lives alone, helping fishers with the mending of equipment. She really dislikes all this about the cult and crocodiles and such things, and she refuses to take of her traditional clothing. She has been threatened, but at the same time, the fishers need her skills, as long as her eyes permit her to work. Her eyesight is getting worse and her hands are shaking. She knows that if she cannot work, she will be killed.

4. THE HIDDEN TEMPLE OF SOBEK-RA

This is an ordinary warehouse building that looks much the same as all the other buildings of the same size. Light brown stone, flat roof, one door and no windows. The sign in Arabic, *Read Arabic* says: "Ghaid & Son dates - best dates in the country".

Drawn on the side of the building is a large tree *Botany*, a date palm tree.

The temple is very often empty, as the cultists are located elsewhere, hidden in the Nile delta in other villages. If the characters is not doing a good stake out work or intentionally tries to sneak into the temple while it is occupied, see below. *Observation* to notice that there are a lot of fresh footprints here so the warehouse seems to be a busy place.



Key to the temple:

- (1) The hallway, two bowls are burning some kind of strange incense.
- (2) Another bowl with burning incense, smells very strange.
- (3) A curtain that separates the outer from the inner chamber, decorated with pictures of Sobek-Ra and crocodiles.
- (4) A stone statue of a large crocodile, with gold inset rubies as eyes. *Evaluate 15* to evaluate. The value of the eyes are over 300 pounds.
- (5) A bookshelf with several books and parchments, most of them looks rather new, and several leaflets with the picture of Sobek-Ra and some hieroglyphs. The most important thing is an envelope for a Mr. Kranouck, address written in European letters.

5. SPHINX LODGING

This would in by western standards qualify as a zero star lodging. The rooms are filthy and bug ridden, the beds dirty and the food non existent. The characters might stay here, or will probably have to as there are no other place to stay, unless they will sleep outside in the desert. The place is run by an old man with dark teeth and a twisted, scarred face and long, grey hair. He wears an eye patch over his left eye, and he goes by the name of Mr. Kadesh. *Mr. Kadesh won't talk about the cult at all, but will report to the cult leader if the characters seems to be nosy.*

6. THE MARKET SQUARE

This market square is bustling with activity during the days, and is empty like a beggars pocket from sundown to sunrise. Almost anything is for sale here when farmers and fishers from surrounding villagers come here to make business. Among the many merchants, several thieves mingle, on the hunt for an opportunity to pickpocket someone.



Map information:

- (1) Husani's stand. The only permanent market stand here. He sells tools and imported goods, like lanterns, handguns (for the right price).
- (2) Dalila's flowers. As flowers are important in the Egyptian culture, she can make a living of it, as long as she also sell some Indian opium secretly on the side.
- (3) Khalid the miller. He sells grains and flour as he is the local miller.
- (4) Mbizi's fruit stand. She sells fresh fruits and vegetables from nearby villages.
- (5) Oseye's baskets, *think Raider's of the lost ark*. She has baskets in about any shape or size.
- (6) Jabari the grinder. He can sharpen even to bluntest blade.
- (7) Makalani's carpets. He sells carpets from his own production, cheap cheap, good good.
- (8) Shukura's fine cloths. She has the most beautiful collection of silk, cotton and other materials in many different colors.
- (9) Tarik's lumber. He can sell you one thing that is rare here, firewood.
- (10) Gentlemen's . This clothing store has traditional clothing for men, with a touch of British design. The store is owned by Mr Ziyad.
- (11) Neema's pharmacy. She runs a small pharmacy with some British known products, like cod liver oil, but mostly strange jars with unknown contents.
- (12) Kazemde the butcher. He has lamb, calf and chicken, no pork. He also sell different kind of fish.
- (13) Jernwall the baker. He bakes a great Eash Baladi, fig and date breads, and also Semit sesame breads.
- (14) The dark alley where the manhole used by the cultists is located.
- (15) The Pharaoh Café.

GM Note:

This episode at the market can be crucial to solving the mystery, as there are several merchants here that might talk if they get the feeling they might do some business.

You can either do this part talk only, or you can print and show the players the market, so they get a feel for this market square. Remember, at night time, there will be no merchants here, just thieves, cutthroats and cultist spies.

6.1 Husani's stand

Mr Husani has a permanent stand (*Observation to notice the grass clad roof*). He is a middle aged man, that speaks a rather good British English without too much accent.

GM Info on Mr Husani:

Reveal this information on a role-playing basis:

Mr Husani spent several years in Oxford as a young boy as his father sent him there. He now works for Mr Kadish in Cairo, and sell different items that are sometimes hard to find, specially on the countryside. He knows about the Sobek-Ra cult, they are one of his best customers, and he will not mention anything that could hint the characters. If the characters are too nosy, he will secretly write a note and place it under a stone on the sewer grate at (14). His prices are high, and he do have some unusual merchandise, including handguns and ammunition, this is all up to GM to decide.

6.2 Dalila's flowers

Mrs Dalila is a young, rather attractive woman around twenty-five. She wears white clothes and her long dark hair is moving in the wind. Her flowers both look and smell very good. She speaks almost no English at all.

GM Info on Mrs Dalila:

Reveal this information on a role-playing basis:

Mrs Dalila is married with a fisher who also is one of the most devoted Sobek-Ra cultists in the village. She make some good money on the side selling Indian opium that she has some good supplies of. She will behave correctly, even if her customers are British bullies and occupants. Several of the pots have traditional ancient Egyptian patterns with crocodiles on them. Any questions regarding that will just be ignored. Mrs Dalila is very afraid of the cult, and the cult leader, who she is outright terrified of. She will not deliberate reveal any information about the cult or the cultists, but it might accidentally slip.

6.3 Khalid the miller

Mr Khalid is a strong, well built man in the mid thirties, used to hard labour. Mr Khalid speak only a few words of English, but is almost fluent in French.

GM Info on Mr Khalid:

Reveal this information on a role-playing basis:

Mr Khalid came to Egypt from Algeria about ten years ago. As they had been working with the French garrison, and some local anti-French groups started to harass families who served the French colonial power. He decided to move with his family and ended up in Egypt. He is a Muslim by heart, but as his family have been living close to the French for generations, he has been secularised, only paying attention to important events like Ramadan. Here, he does not really miss the Mosque, but at the same time, he dislike the cultists, as they are even more fanatic than any Radical Muslim he has ever met, even in Algeria. If the characters asks about the cult, or hint about it, he will point them to the grate right behind his stand, where the cultists seems to be exchanging messages. He doesn't know where they gather, and frankly he does not care. He has not been threatened by the cultists.

6.4 Mbizi's fruit stand

Mrs Mbizi is an elderly woman, dressed on traditional head scarf. She sells the most tasty fresh fruits, and she speaks a broken, but understandable English.

GM Info on Mrs Mbizi:

Reveal this information on a role-playing basis:

Mrs MBizi is a widower, her husband was killed in the great war in Palestine, fighting under British command. She have three sons, all long gone to serve with the British army in India. She is an amusing old woman and can tell many stories. The characters might even feel that she seems to like their presence here in Al'Quasah. She will of course talk more if the characters buy some of her fruit, or give her a little tip. She knows that Germans have been seen in the village not very long ago. They were to fraternising with those dreadful cultists. She thinks that this Sobek-Ra mubo-jumbo is just nonsense. She knows that everyone is frightened because the cultists have been killing innocent people here, but she do not believe in the talk about a gigantic crocodile that tear screaming people in half. If asked about Ghaid & Son dates - best dates in the country, she will just say they left months ago and that the warehouse is abandoned.

6.5 Oseye's baskets

Mrs Oseye is a short, round woman in her mid fifties, dressed in an traditional female dress, with head scarf. She has a large number of different baskets in her stand. Everything from small fruit baskets to large baskets for laundry or wood. Mrs Oseye speaks only Arabic.

GM Info on Mrs Oseye:

Reveal this information on a role-playing basis:

Mrs Oseye is married to a fisher, Mr Oseye. She tries to ignore the cultists and what they have done to her faith, but she is not happy with it. Her husband goes to late night meetings and she suspect that he is one of them. She make the baskets herself, most of them, together with her two daughters. Her sons work with the father, fishing. She have lived her whole life her in Al'Quasah.

6.6 Jabari the grinder

Mr Jabari looks like a well trained man in his mid thirties. His thick hair and browner face reveal that his family is not wholly Arabic, but rather a mix of African and Arabic. Mr Jabari speaks no English, but is almost fluent in German and Arabic as well.

GM Info on Mr Jabari:

Reveal this information on a role-playing basis:

Ms Jabari was born and raised in the German colony of Ruanda-Urundi. When the colony was occupied by the Belgium during the great war, many of those who related with the Germans had to flee. His father was German, and his mother was from Ruanda-Urundi. His parents met when his father, an officer was stationed in the colony, but he was killed during the war. His mother moved north and they ended up in Egypt. He lost his younger brother during the escape, and short after they arrived in Egypt, his mother got very ill and died. He have travelled from village to village, making a living as a grinder, a profession he masters. He overheard a conversation between two Germans just a few weeks ago. They were talking about the cultists, and how well it had worked out. He really dislike the cultists, but being a Christian by heart, he does not really care about which religion the people care for.

6.7 Makalani's carpets

Mr Makalani is a middle aged man with a large black beard. He pours a cup of coffee for his potential customers, smiles and tell the stories about the origins of these fine oriental rugs, which is all fake as he make them in his home, by himself. He speaks only Arabic.

GM Info on Mr Makalani:

Reveal this information on a role-playing basis:

Mr Makalani comes here for the market but lives in another village to the south, Quram-Kash, and he knows nothing about the cultists or the cult.

6.8 Shukura's cloth

Mrs Shukura, is a woman in her mid forties, wears a traditional black head scarf and only her eyes are visible. She speaks Mandarin (Chinese). *Observation* to notice that her eyes looks very Asian.

GM Info on Mrs Shukura:

Reveal this information on a role-playing basis:

Mrs Shukura is half Chinese as her father was a Dutch merchant. She married an Egyptian merchant as her mixed blood made her feel very uncomfortable in China, where she was seen as a bastard and cross breed. She came to Al'Quasah several years ago, and she used to sell her cloths in the grand bazar in Cairo before, but as a woman, and half Chinese, many men treated her disrespectfully. Her husband, when he is in Egypt, has much better success in Cairo, but she tried to make a living here.

She knows about the cultists, and for her, the traditional clothing help her hide her mixed blood and oriental ancestry. She knows that several men are with the cult, but no or a very few women. She has heard conversations with talk about throwing out the British, reestablish the old Egypt, even though Egypt was declared a sovereign state in 1926.

She suspect that many of the fishers are cultists, as they stick to them self and several missing persons have been found dead in the river.

6.9 Tarik's lumber

Mr Tarik is a large, tough looking Egyptian man in the late twenties or early thirties. He speaks Zulu and several other African languages as he have been employing African wood cutters.

GM Info on Mr Tarik:

Reveal this information on a role-playing basis:

Mr Tarik come here for a week or two every second month to sell fire wood. As most trees have been cut down to make place for fields on the few fertile spots soil along the river, he cuts his timber to the South, along the Nile, where there still are forests. He has been employing African wood cutters as they work harder and better than the Egyptians he has had before, and much cheaper too. He knows nothing about the cultists, but he has noticed that the Mosque is shut down, and no prayer calls are made, which is very disturbing to him. Hadn't Al'Quasah been such a good place for business, he would have reported this to the authorities, but why bite the hand that feeds you.

6.10 Gentlemen's

Mr Ziyad is a middle aged short, slender and well dressed man. He speaks French, English and German.

GM Info on Mr Ziyad:

Reveal this information on a role-playing basis:

Mr Ziyad owns and run this store, that sell high quality clothes for men. He is a skilled tailor and will start to measure the characters with his keep eyes when they enter his store, giving them prices for a suite or a tropic dress within the conversation. He used to work in Cairo before, but moved here to settle down. His important customers still order suites from him and he has even made eleven parade uniforms for some British high ranking royal airforce officers just a few weeks ago.

He is an educated man, and doesn't really like the cultists as they are bad for business. They tend scare away many of his rich customers from Cairo and Port Said. Since they appeared, he has lost several of his regular suit orders. He use to buy cloth from Shukura, as she provides excellent silk from China and India.

6.11 Neema's pharmacy

Mrs Neema is an arabic woman in her mid sixties She wears traditional Egyptian clothes but speaks almost perfect English.

GM Info on Mrs Neema:

Reveal this information on a role-playing basis:

Mrs Neema was born in Al'Quasah. Her late husband was a British pharmacist, and she worked with him until he died of heart failure a few years back. He settled here in Al'Quasah many years ago as it was a village along a main route, and many people passed here everyday. Their marriage was not accepted by everyone, she was seen as a traitor marrying a Brit. Al'Quasah's busy times have slowly passed and now this village is as dull as any rural village. She has always been a Muslim, although her husband was a Christian. She got worried when she learned that there had been Krauts in the village. Krauts can only mean one thing, and that one thing is never good, her husband always told her. She asks a lot about England, Churchill, the rumours of a coming war and of Hitler. They are a little starved on news and good gossip in this place.

6.12 Kazemde the butcher

Mr Kazemde is a timid, short man, but rather round man in his mid forties. He speaks a few words of English, that's all.

GM Info on Mr Kazemde:

Reveal this information on a role-playing basis:

Mr Kazemde has been the village butcher for many years. He is a faithful Muslim, and will be very offended if someone just mention pork or ham. He also is the local supplier of fish, for those who doesn't have time to try to get some at the evening fish auctions. He shrugs when he says that some of those evil cultists eat pork. I've seen the leftovers of grilled pork up on those ruins. I had lost some fine steaks in a burglary and wanted to see if it was my meat they had eaten, but no. He thinks the Germans was responsible as he could smell some strange sour smell from a salad someone had tossed on the ground.

6.13 Jernwall the baker

Mr Jernwall is a tall man with dark hair and blue eyes in his late thirties, and do not look very Egyptian at all. He speaks Scandinavian (Swedish) and English.

GM Info on Mr Jernwall:

Reveal this information on a role-playing basis:

Mr Jernwall's parents came to Egypt as part of a the Swedish expedition in 1901, led by Mr L. A. Jägerskiöld, After the expedition, the Jernwall family settled in Cairo as Mrs Jernwall was pregnant. Mrs Jernwall died when her son was born. He was raised in a foreign city by a father who was more interested in climbing pyramids and digging in graves than raising a son, and when his father died, the young boy was left to an orphanage ran by a British colonial monastery. He liked to work in the kitchen helping the nuns baking bread, and when he was 16, he left and started to help out in a bakery. He was very liked as he worked hard and hand an open mind. Now, he have settled in Al'Quasah with his wife and three sons. Two of his sons have been drafted to the Egyptian Regiment that has been formed in Cairo, and the third and his wife is helping him with the bakery. He is a Muslim and a Christian at the same time, but he dislike the cultists and the way they threaten people. He was sent a note saying something like stick to the old ways or you will be fed to the crocodiles.

6.14 The dark alley

Between the two houses are a narrow alley, dark and unfriendly. The grate to the sewers is loose and the cultists use it as a message exchange place. They hide jars with notes in on a small shelf under the grate. If the characters stake this place out, they will be able to intercept a message.

6.15 The Pharaoh Café

This is the most unlikely stand in the whole market. Run by an Signora Grativaldi, an Italian woman in her early thirties.

GM Info on The Pharaoh Café:

Reveal this information on a role-playing basis:

Signora Grativaldi was left here in Egypt by her husband, who went to Australia with his mistress about a year ago. She travels between villages having her little café, serving coffee and pastries. One of her best suppliers is Mr Jernwall. She just happened to be here today, maybe she is gone tomorrow or the next week, she never knows as she live one day at a time. Money is not a problem as her father is a very wealthy businessman, and she have written him on several occasions asking him to send some money for the business she has told her father she is establishing together with her husband. She will eventually go home and tell him, but she doesn't like Mussolini and the blackshirts. The whole fascist thing is so non-Italian. She has heard rumours about the cultists, but never been threatened or anything like that.

Market conclusion for GM:

The characters will probably one way or the other start to realise how things are connected. They will be attacked, preferably by night when they are asleep, by cultists if they are not careful enough, but as they have a bike load of fancy weapons, this could be a fun fight, as long as they are alert enough to fight back.

Use as many cultists as there are characters plus two extra, this will be a tough fight. If the characters handle this with care, they will get enough clues to stake out and tail persons to track down either the hidden temple (4) or the Cult leaders house (8).

7. SANDSTORM TAVERN

This tavern, located close to the South gate, is the probably the best place to eat in Al'Quasah. Mr and Mrs Malouf will make sure you will have a great meal. The menu is traditional Arabic, serving both Egyptian and Lebanese Mezze, Koushari and several other dishes. No pork is served here, and no alcoholic beverages.

GM note on Sandstorm Tavern:

Mr and Mrs Malouf are both from Al'Quasah but speak some French. They will not discuss anything regarding the cult or the cultists, except to tell the characters that they should leave it, and leave Al'Quasah if they want to stay safe, but more as a warning, not spoken as a threat.

8. THE CULT LEADER'S HOUSE

In this house lives Mr Kranouck and his family. They are all under the control by a Reptorium Fallen. The control is manifested through a small golden amulet with a crocodile, that Mr Kranouck happened to find, and when he touched it, he was under its control and cannot remove the amulet. If the amulet is removed, he will slowly regain self control, but the process will take ten minutes, and will even slower the closer he is to the Reptorium Fallen.

Mr Kranouck's family are all under the control by the Reptorium Fallen as the amulet channels the mind control from the fallen through the amulet.

For combat purposes, treat the four family members, his wife and two sons as cultists.

GM Note of cult leaders house:

If they cult leader have been warned about the characters, he will hide himself and his family in the house, waiting in the ambush for the perfect moment and attack. If not, the family will be doing whatever suits the time of day when the characters arrive.

In the basement of the house is a small study, which seems to be Mr Kranouck's private shrine.

Interesting things the characters can find here:

- *Search*: Among the many scrolls and papers is a small leather tube, quite modern, usually used to carry documents that should not be folded. Inside the tube are blueprints of an aeroplane. *Pilot* to identify it as a British Spitfire. The blueprints look very authentic, and should probably not be here.
- *Search 15*: A British Slidex Cryptology key, hidden among some papers. Also, a written note of a decrypted message, including some scribbled notes used to decrypt the message using the Slidex.

English: The new prototype Supermarine Spitfire Mk I will arrive at the secret airstrip north of Tantah on Wednesday, May 10.

German: Der neue Prototyp Supermarine Spitfire Mk I wird den heimlichen Landestreifen im Norden von Tantah am Mittwoch, dem 10. Mai erreichen.

9 TRAVELLERS'S LODGE

The Traveller's Lodge is, in contradiction to its name, a rather good and pleasant place to stay. Reasonable clean beddings, clean rooms and decent food served. The place is run by the Massri couple and their two daughters. The women all wear traditional Muslim head scarfs, and Mr Massri speaks both French, German and English.

GM Info on the Traveller's Lodge:

Reveal this information on a role-playing basis:

The Massri family does not like the cultists and what they have done to the Mosque, and to the Imam, but they are too frightened to do anything. Two Germans stayed here about six months ago, for two nights, and two other Germans came here just a few weeks ago to have some of our Schnapps that we keep under the desk, for foreign guests only. We do not get many guests nowadays, the business was much better before those cultists started to threaten people. In the guestbook you can see that Mr. Schultz and Mr. Fritz stayed here in from November fourteen to November sixteen, 1938.

GM NOTE - IF THE MISSION FAILED

If the characters fail to make the right connections, even after taking out the cult leader, and the hours just runs away, GM might need to hint, using whatever means available. Characters with special gifts might use them to speak with spirits or whatever to get a pointer.

If the characters took too much time finding this place, there should be enough time if they don't get sidetracked by beautiful women or archeological expeditions, they will realise that someone has already done whatever he or she intended to do.

If they contact HQ or get hold of any military personnel, they will soon learn that the Spitfire was stolen shortly after it secretly landed on the hidden airstrip north of the town of Tantah, while a wild group of cultists from an ancient Egyptian cult was attacking the main building.

If this is the case, the only more fun you can throw at them is to not forget the revenge that the Reptorium Fallen will take, any time, any place, as they have a long ride back to Port Said.

NPCS IN CHAPTER TWO

Cultists			
Blind followers, Controlled			
Reaction: 1	Defence: 10	Toughness: 2	All other melee: 2
Pain limit: 11	Aura: 2	Courage: 5	All Perceptive skills: -5
Pistol: -5	Rifle: -5	Blades: 3	All Other physical skills: 3
Sixth-Sense: 3	Myth/Religion: 3		Occult Rituals: 2
Armed with long sharp curved knives: Damage 2.			

Mr. Kranouck (Cult Leader)			
Controlled by necklace			
Reaction: 4	Defence: 13	Toughness: 9	All other melee: 4
Pain limit: 14	Aura: 4	Courage: 4 (9)*	All Perceptive skills: 2
Pistol: 4	Rifle: -5	Blades: 5	All Other physical skills: 4
Sixth-Sense: 5	Myth/Religion: 3		Occult Rituals: 3
Armed with long a sharp curved knife: Damage 2, Schmeisser MP38 32 mag, Luger Po8, 2 mag			
* +5 Courage from Amulet.			

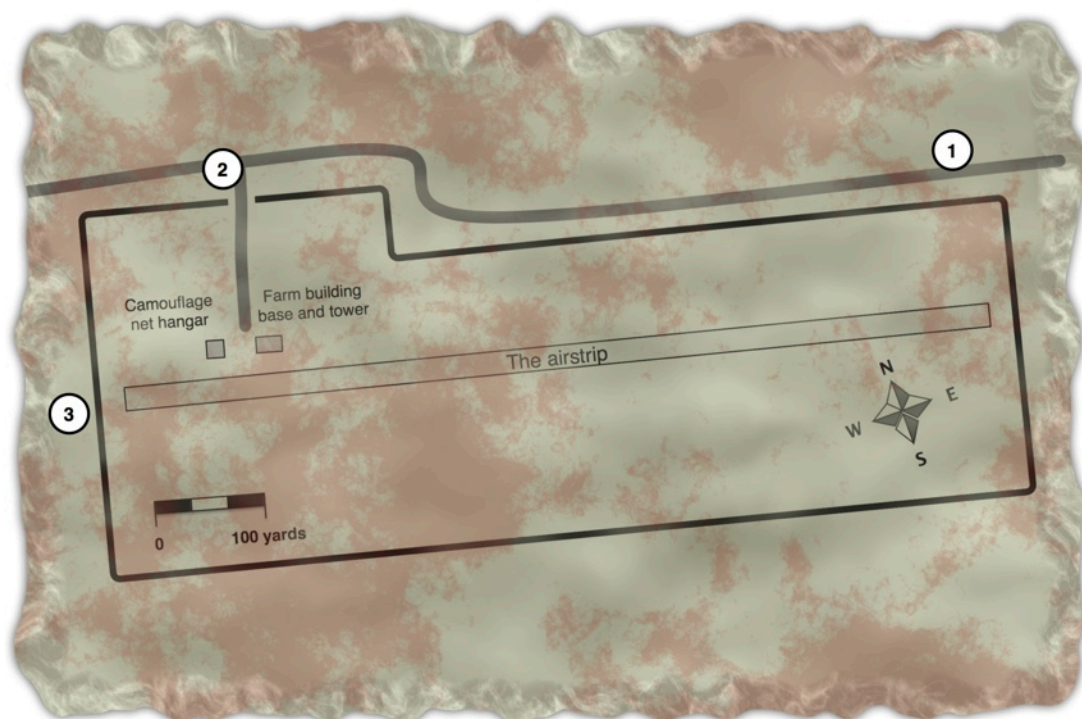
THIS IS THE END OF CHAPTER TWO

CHAPTER THREE - PREVENTING THE THEFT

The characters will by now know that they have a date when something is going to happen in some place they do not really know the location of. They can use whatever means they have to locate this place, but remember that a British accent and waving a British passport don't make you much of a British citizen in the eyes of any military personnel. This is classified information, official secrets act and all that, so finding that airstrip might be a little difficult.

At the secret airstrip.

The airstrip is located about 3 miles Northwest of Tintah on a farm field, now secretly owned by the British government. The old farm building now functions as base camp and tower. A thick three yards high hedge surrounds the old farm, which have been carefully cut at the ends of the airstrip to be just one yard high there to ease landings and take offs. Outside the hedge runs a wide, deep ditch, used to run water from the river to all the fields in the area, a perfect hiding place for the Reptorium Fallen and his friends.



The airstrip explanation

1. Where the lorry stops
2. Outside the main gate where the cultists will sing their protest song.
3. Where the agent Peter Hartmann will climb through the dense hedge and move to the hangar.

At exactly 12:36 the sound of the roaring Rolls Royce engine can be heard in the distance to the East. After a few minutes, at 12:38, the shiny new Spitfire lands from the East and comes jumping along the bumpy grass runway. The plane is parked under a camouflage net which serves as a temporary hangar. The pilot goes into the small building to the right of the hangar, he should take off at 15:00. The mechanics removes all the extra fuel tanks used to fly here from Southampton via Gibraltar.

At 12:46. An *Observation 10* plus a *Pilot 15* will reveal that the Spitfire seems to have 30mm automatic canons and not the normal machineguns mounted on each wing.

This is what will happen unless our heroes will intervene

At 13:03 a lorry arrives close to the farm, it stops about 500 yards away. From the truck about a dozen men dressed in green cultists robes dismounts and starts to walk towards the main building. They have a few posters with them saying: "TOMMY GO HOME!"

At 13:22, the demonstrators arrives to the gate at (2) and starts to sing in Arabic a song about freedom from occupation, a successful *Arabic* to understand it.

At 13:33, all attention will be focused on the demonstrators and none of the airstrip crew will notice the a person has arrived on foot from the South, sneaked in the ditch surrounding the airstrip field and then into the camouflage net hangar. He then jumps into the Spitfire and starts it up. Then everyone in the airstrip main building will hear the engine sound, and the Spitfire will roar down the strip and take off.

The cultists are not here to fight, they think they are here to protest and have no clue that they are just used as a diversion.

The pilot, Peter Hartmann, is a German agent. He came with the lorry but jump off a little bit earlier, just before the lorry came to the farm. The lorry is driven by Gerhard Fuchs, another German agent and when the spitfire starts to move, he starts up lorry and drives hastily away, leaving the confused cultists behind.

If gunshots are heard, or Gerhard Fuchs suspects that Peter Hartmann is discovered, he will start his lorry, drive the right through the gate and try to overrun or suppress any characters that is preventing the theft of the plane.

The Reptorium Fallen and his three crocodiles will silently hide in the ditch, and will observe whatever the characters do to try to prevent the theft. When the action starts, the Reptorium Fallen and the crocodiles will attack the characters in ways that will divert their attention from the theft, this will be hurtful.

The total guard staff at the base consists of 6 soldiers and one sergeant. They will refuse to fire at the plane once it is taking off as they will not damage British equipment. They will fire upon the cultists or anyone else that pass unauthorised through the gate, which is a red-white striped bar with a small guard booth beside it.

In front of the main building, facing the gate is a small trench surrounded by sandbags, where one of the soldiers is on guard with a Bren.

NPCS IN CHAPTER THREE

Cultists - Demonstrators			
Blind followers			
Reaction: 1	Defence: 10	Toughness: 2	All other melee: 2
Pain limit: 11	Aura: 2	Courage: 4	All Perceptive skills: -5
Pistol: -5	Rifle: -5	Blades: 3	All Other physical skills: 3
Sixth-Sense: 3	Myth/Religion: 3		Occult Rituals: 2
Armed with long sharp curved knives: Damage 2.			

British guard soldiers including Sergeant			
Keep calm and carry on			
Reaction: 1	Defence: 11	Toughness: 2	All other melee: 1
Pain limit: 11	Aura: 1	Courage: 1	All Perceptive skills: 1
Pistol: 1	Rifle: 1	Orientation: 1	All Other physical skills: 1
Armed with SMLE MK III Rifles, Sergeant has a Webley No.1 Mk 6			

Reptorium Fallen				
Carnivore, Cunning				
Reaction: 8	Defence: 15	Toughness: 20	All melee skills: 20	Stability: 24
Pain limit: 17	Aura: 14	Courage: unlimited	All Perceptive skills: 15	
Sixth Sense: 17	Charm: 10	Bite: 14	All Other physical skills: 12	
A bite give Damage +12				
<p>Rituals:</p> <p>- Bond cultist, 1D6 targets that can see the Reptorium Fallen within 30 yards radius. 1d20+14 vs. targets Aura. A successful attack turns the target into a Sobek-Ra follower. The ritual takes 2D6 minutes to complete.</p> <p>Paranormal Abilities:</p> <p>- Mental attack, 1 visible target that can be seen by the Reptorium Fallen within 100 yards. 1d20+4 vs. targets Aura. The target makes an instant attack against a target selected by the Reptorium Fallen, preferable another player character.</p> <p>Description:</p> <p>The Reptorium Fallen looks like a gigantic crocodile, about 25 feet long. It can walk on his back legs, but do that mostly when performing the Bond Cultists Ritual. He can speak ancient Arabic tongues, as well as most modern languages, but speaks very seldom.</p>				

Crocodiles				
Carnivores				
Reaction: 2	Defence: 14	Toughness: 10	All melee skills: 10	Bite: 14
Pain limit: 15	Aura: 1	Courage: 6	All Other physical skills: 10	
A bite give Damage +6				
The crocodile is about 5 feet long.				

Agent Peter Hartmann			
Improve your comfort			
Reaction: 5	Defence: 13	Toughness: 5	All other melee: 4
Pain limit: 13	Aura: 4	Courage: 8	All Perceptive skills: 3
Pistol: 5	Rifle: 2	Pilot: 6	All Other Physical skills: 4
Autofire: 5	Stealth: 6	Radio: 4	All Other vehicle skills: 4
Weapons: Schmeisser MP38, Luger P 08.			

Agent Gerhard Fuchs			
Orders are orders			
Reaction: 4	Defence: 14	Toughness: 6	All other melee: 4
Pain limit: 14	Aura: 3	Courage: 6	All Perceptive skills: 3
Pistol: 4	Rifle: 3	Pilot: 5	All Other Physical skills: 3
Autofire: 2	Stealth: 4	Radio: 5	All Other vehicle skills: 3
Weapons: Schmeisser MP38, Luger P 08.			

AFTERMATH

Now, hopefully they sinister plans of the Reptorium Fallen have been trashed by our brave heroes, and the Spitfire special model can safely be shown at the RAF airforce base in Ismailia on the tenth of May, inspiring the RAF men stationed in Ismailia and showing major foreign high ranking airforce officers the future in air armaments.

Our heroes will have a long trip back home, and might take a week or two vacation, see the pyramids. When they decide to go back home, and return to the Towers Restaurant, they will be greeted by Khamal, who has an envelope for them.

Depending on the outcome, GM should pick the correct letter.

THIS CONCLUDES THE ADVENTURE CRICKET & CROCODILES

The Ticket and note in the envelope

Peninsular & Oriental
Steam Navigation Company

P&O



Ship: RMS Strathaird
Departure: Southampton port, April 21, 9.15am
Destination: Melbourne, Australia
Accommodation: Second class single bed cabin
Fee: Thirty-eight Pounds and 65 Shillings

The Peninsular & Oriental Steam Navigation Company wish you a pleasant cruise.

You will get further
instructions aboard the
ship.

Travel light, do not forget
your tropical hat.

Your contact is Dr. MacEvan
in cabin 709. Your keyword is
DERBY HAT

Colonel H. A. Cumberland

Peninsular & Oriental
Steam Navigation Company

P&O



Ship: RMS Strathaird
Departure: Southampton port, April 21, 9.15am
Destination: Melbourne, Australia
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Colonel H. A. Cumberland

The Singha Bat for GM



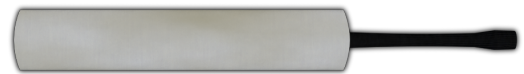
Club
Damage:
+2 +Strength/5
+8 vs Fallen

Hitting small flying objects: -5

Jolly good: 2 damage dice - pick the best.

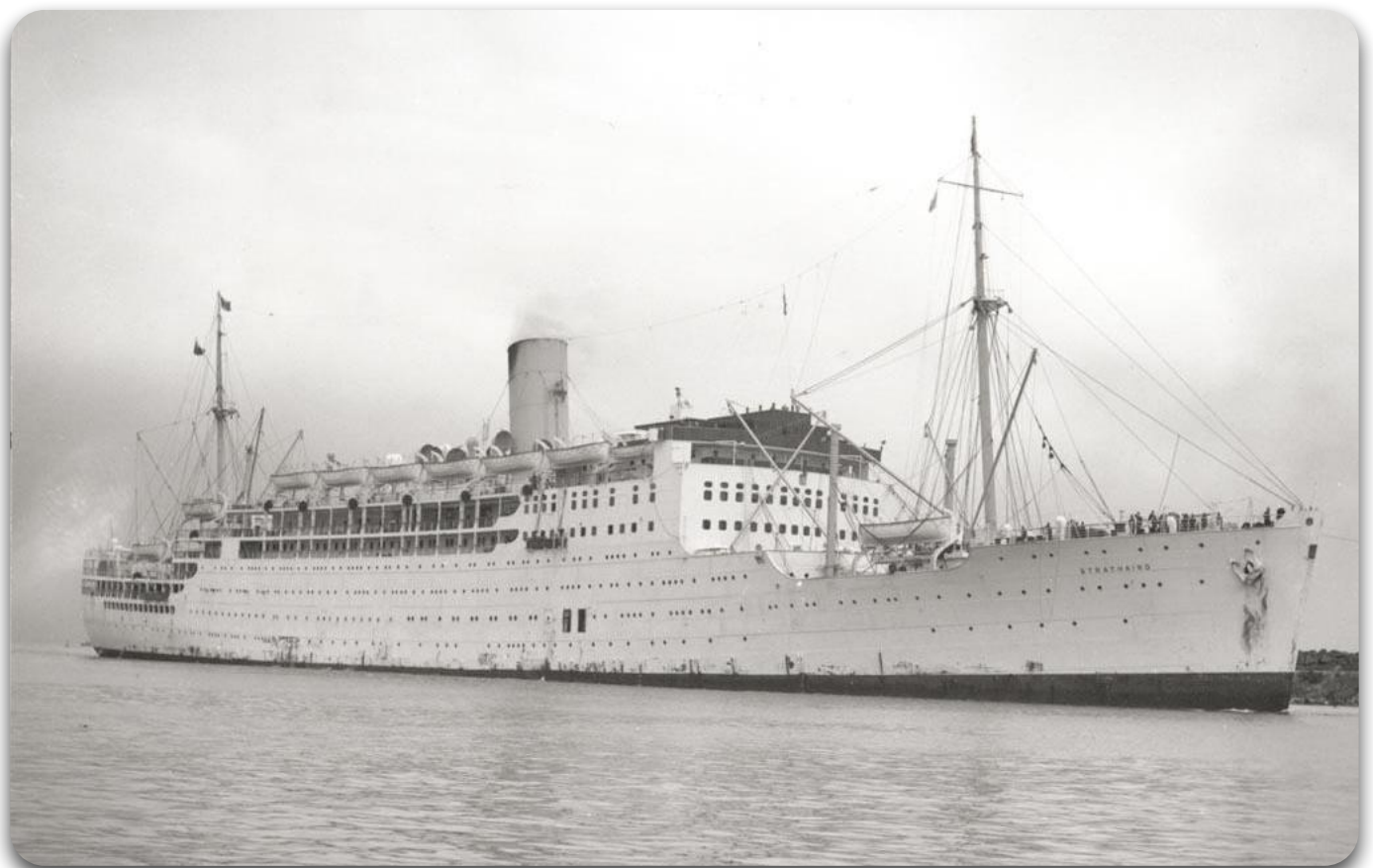
Oh dear: 1d20 +2 + Strength/5 damage to self

The Singha Bat for players



Club
Damage:
+2 +Strength/5

R.M.S Strathaird



Newspapers - The Daily Express



Envelope content from MacEvan

**OPERATION
FALLEN REICH**

I am truly sorry to disappoint you lads, but you will not go to Australia, not this time anyway.

This was the quickest and most efficient way to get you where your skills are most needed, without giving the enemies any knowledge of your actual whereabouts.

TOP SECRET

You will disembark the R.M.S Strathaird at Port Said, before she enters the Suez Canal. There you will contact Salem-Ali Khamal at the Towers Restaurant. He will have a package for you that is in the cargo bay of the R.M.S Strathaird but shall not, I repeat not, by any change be connected to any of you before you have disembarked at Port Said and made contact with him there. This is of the outmost importance to this mission.

When the package is retrieved, hastily make way southwest to the small village Al'Quasah, South of the town of Tantah, it is only about 100 miles.

Your mission is to find out what lies behind the rumors of a rising of the ancient Crocodile Cult of Sobek-Ra. You shall take necessary actions to stop whatever lies behind those rumors.

I have much faith in you, do not disappoint me.



Sobek-Ra



The murder scene in cabin 707



The Telegram

Packing List

- A bicycle, a traditional British model, painted in black, each.
- One set of tropical clothing.m each
- One bicycle trailer with a canvas top to be attached behind one of the bicycles.
- One set of outdoor camping gear, including a tent for up to eight people.
- Two pair of Binoculars.
- Two compasses.
- Two one pound waterproof cloth bags, containing tea.
- A large box of British afternoon tea biscuits.

TELEGRAMME

MAX IS VERY EAGER. STOP. CONTINUE
AS PLANNED. STOP. REMOVE LAST
PROBLEM. STOP. THEN REPORT TO MAX.
STOP.

THOMPSON M1928



--	--	--

Cal	Mag	Range	Rec	Dam	Enc
.45	30	6	3	6	6

--	--	--

Cal	Mag	Range	Rec	Dam	Enc
.303	10	10	8	10	5

□ □ □ □ □ □ □ □ □ □

Cal	Mag	Range	Rec	Dam	Enc
.303	10	10	8	10	5

□ □ □ □ □ □ □ □ □ □

A collection of Egyptian banknotes is shown, including a 1000 Egyptian Pound note and a 100 Egyptian Pound note, displayed on a wooden surface. The 1000 Pound note is red and green, featuring a large number '1000' and a portrait of a man. The 100 Pound note is yellow and green, featuring a large number '100' and a portrait of a man. The banknotes are partially overlapping and are set against a background of a wooden surface.

Cal	Barrels	Range	Rec	Dam	Enc
.600	2	12	15**	15	6

11

□ □ □ □ □ □ □ □ □ □ □ □ □ □ □

*** The recoil is so heavy that the gun can only be fired once every second turn. If both barrels are fired in the same turn, the shooter takes 5 blunt damage to the shoulder and is automatically stunned.*

WEBLEY NO 1 MK 6



Cal	Drum	Range	Rec	Dam	Enc
.455	6	2	7	7	2

Drum ☐☐☐☐☐☐☐ Damage +1 when used as club

Box ☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐
☐☐☐☐☐☐

WEBLEY NO 1 MK 6



Cal	Drum	Range	Rec	Dam	Enc
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Drum ☐☐☐☐☐☐☐ Damage +1 when used as club

Box ☐☐☐☐☐☐☐☐
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☐☐☐☐☐

WEBLEY NO 1 MK 6



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Drum ☐☐☐☐☐☐☐ Damage +1 when used as club

Box ☐☐☐☐☐☐☐☐
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☐☐☐☐☐

WEBLEY NO 1 MK 6



Cal	Drum	Range	Rec	Dam	Enc
.455	6	2	7	7	2

Drum ☐☐☐☐☐☐☐ Damage +1 when used as club

Box ☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐
☐☐☐☐☐

Warning Sign
Arabic

هذه هي الأرض
المقدسة للإله التمساح.

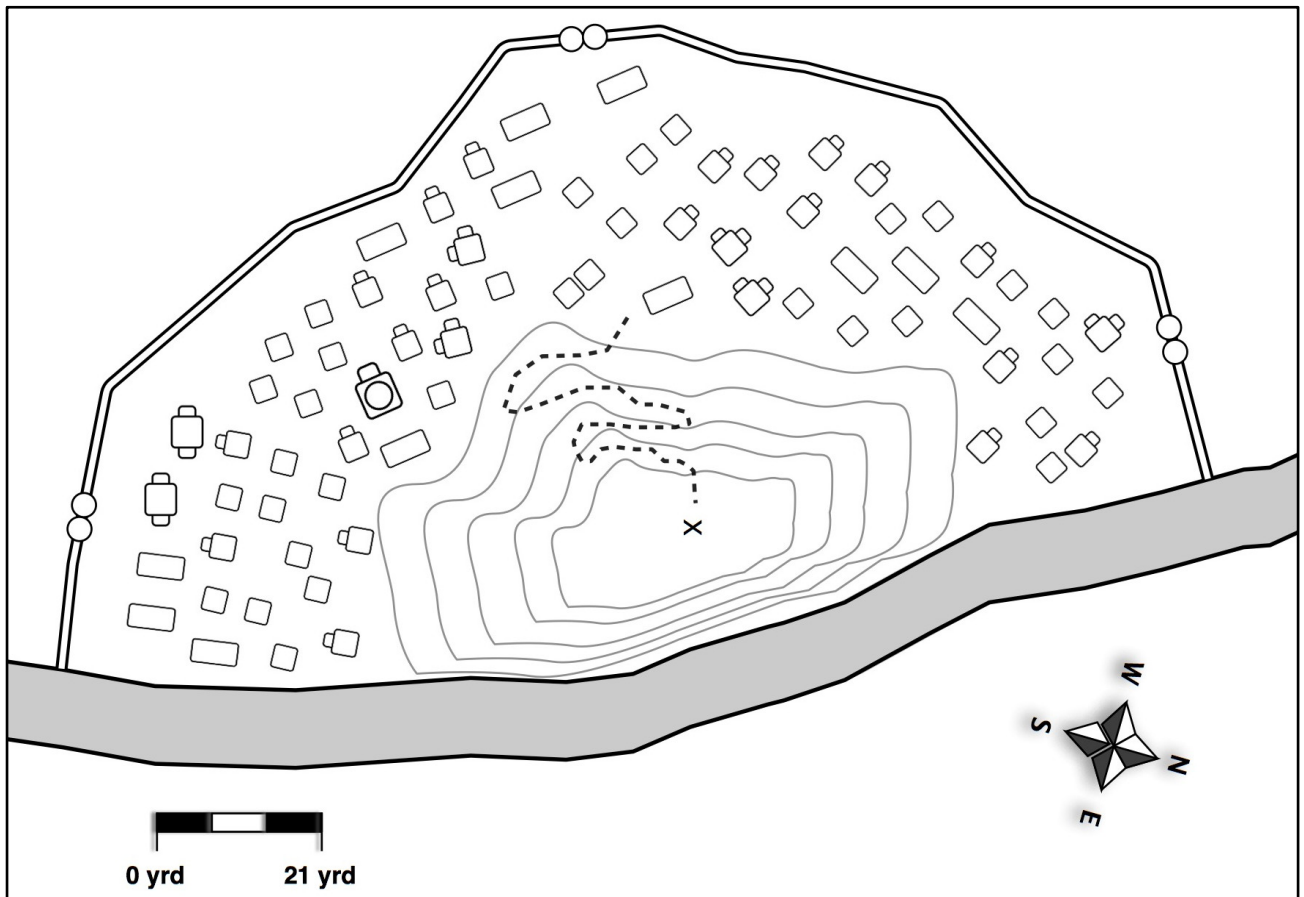
NO ENTRY

Warning Sign
English

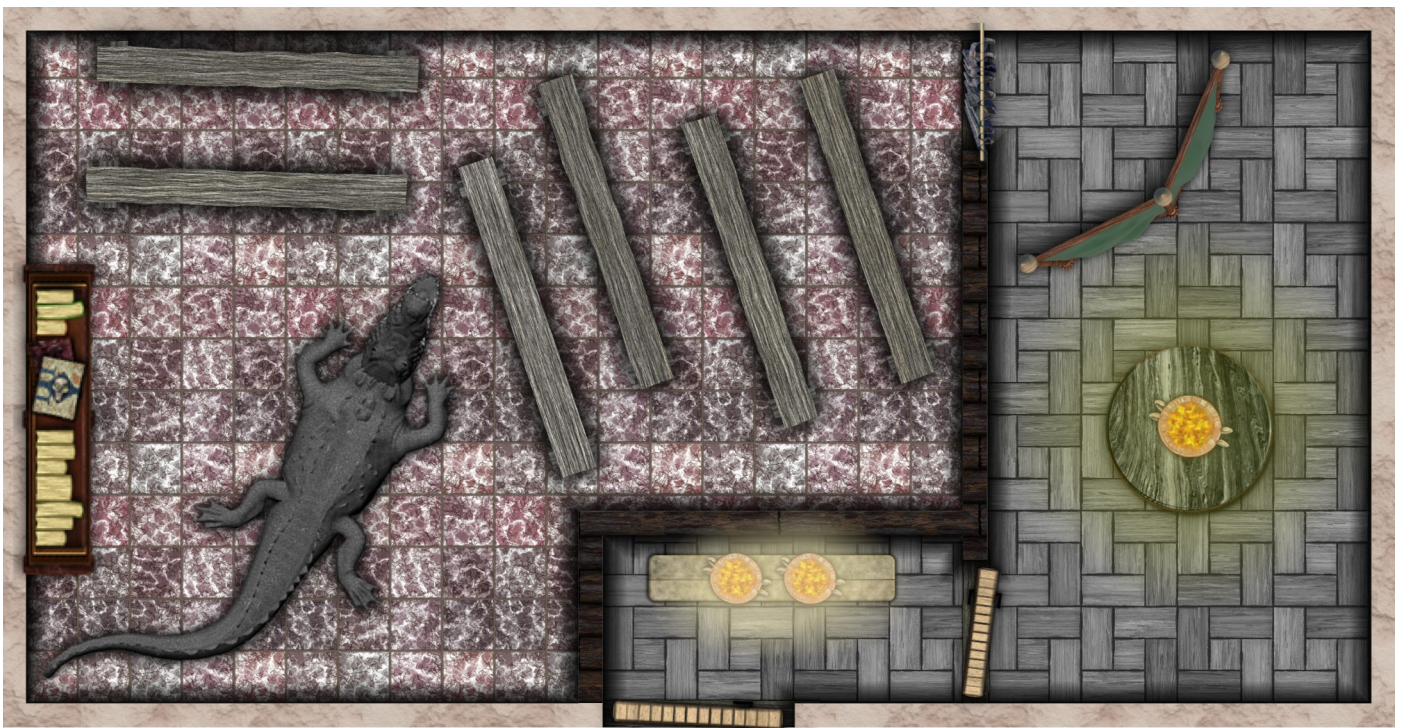
This is the holy land
of the Crocodile god

NO ENTRY

Al'Quasah

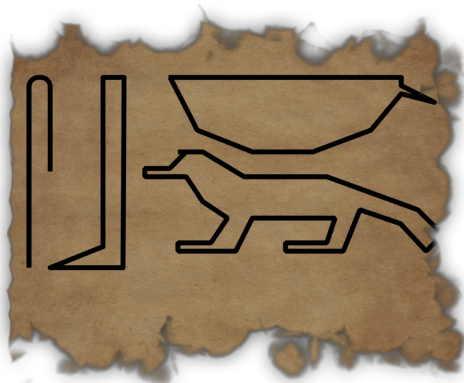


The secret temple of Sobek-Ra



[illegible]

Paper at the temple ruin



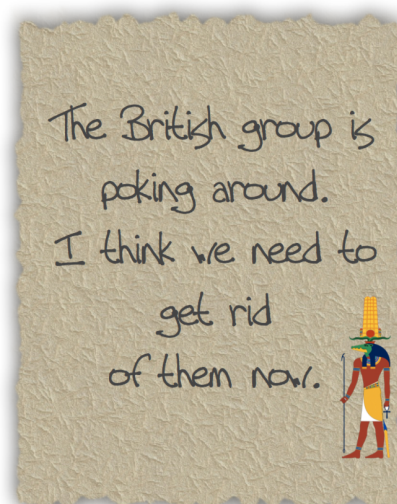
Hidden note (14) Arabic



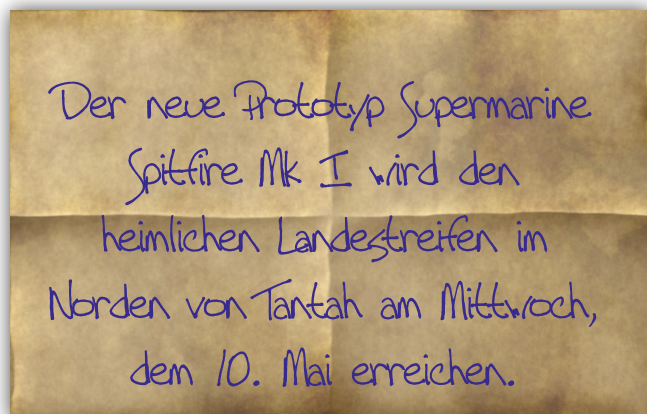
Envelope to Mr. Kranouck



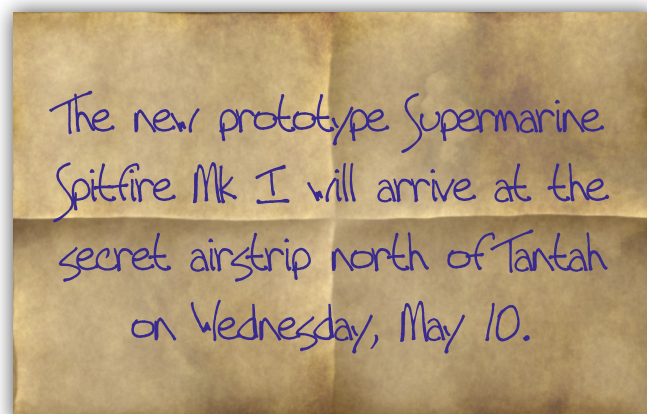
Hidden note (14) English



Decrypted Letter German



Decrypted Letter English



The blueprints in the cult leaders house



British Slidex

UA	OF	NT	LE	FD	RB	QG	TP	X
11	A TK	07 ADVANCE	14 AIRCRAFT	24 AIRFIELD	AM CLOSING DOWN, REOPEN (ING) AT	41 AMERICAN	L AMMUNITION	
604	ASSUME CONTINUOUS WATCH ON FREQUENCY	08 ATTACK	P BARRAGE	25 BE PREPARED TO	33 BEARING/DIRECTION	42 BLOCK	51 BLOWN	
214	SWITCH ON	H BRIGADE	15 CABLE	U CANADIAN	34 CANCEL	43 CAPTURE	52 CARRIER	
D	00 CLOSE	SWITCH OFF	Q CODESIGN	26 COLUMN	35 COMPLETE(D)	44 CONCENTRATE (ON)	M CONFERENCE	
S	00 CUT OFF	I D. R.	16 DAY	V DELAY	A DEMOLITION	G DIVERSION	53 DIVISION	
8K	01 ENGAGEMENT	09 ENGINEERS	SWITCH ON	27 ESSENTIAL	36 ESTABLISH	45 ESTIMATED TIME OF ARRIVAL	H EXCL	
Y	B FORWARD	J FORWARD TROOPS	17 FREQUENCY	28 FRONT	B FULLERPHONE	46 GAP	54 GAS	
HD	C HARASS	10 HARBOUR	R HELD UP	SWITCH OFF	37 HELP	H HIGH GROUND	O HOLD (ING)	
U	2 INFANTRY	K INFORM (ATION)	18 INTACT	29 INTENTION	SWITCH OFF	47 JUNCTION	55 KILOMETRE(S)	
J	D LEFT	L LIAISON OFFICER	S LINE	W LOCATED/LOCATION	38 M T	SWITCH ON	P MACHINE GUN	

Crypto note

Der neue
heimlichen Landestreifen
Norden von Tarkah
Mittwoch
10. Mai
Prototyp

Crocodile Amulet Player



You feel braver wearing this
strange amulet

Crocodile Amulet GM



Courage +5

The player wearing this amulet
will refuse to remove it.

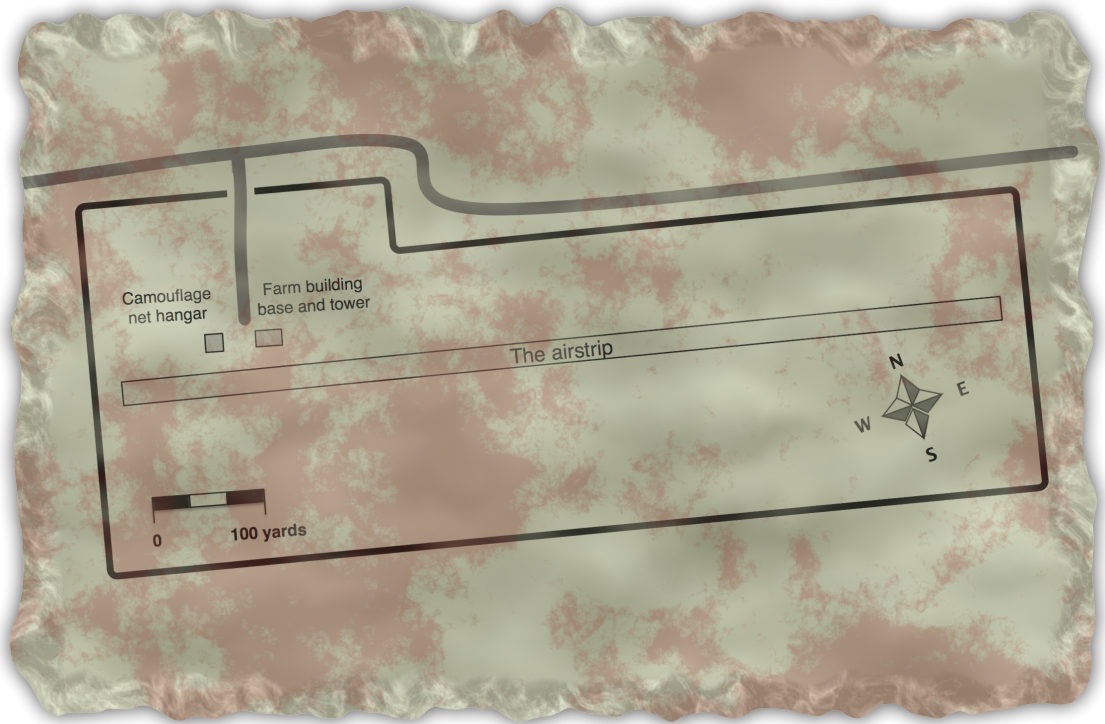
The character has to make a successful
Aura +15 roll, to remove it freely.
Only *Aura* number of attempts per hour
can be made.

A character wearing the Amulet is
under control by the Reptorium Fallen,
and will act in favor of the Cult. cultists
will mentally feel that a "new leader"
is born, and will come to great him, surrounding
him/her and escort him to a place selected by
the GM that is suitable for the
Reptorium Fallen to show himself
and give hi orders.

When the Amulet is removed, the control
will fade.

The character will defend himself using
lethal force.

The airstrip



Mission successful

Jolly good job lads.
I hope you can forgive me
for not sending you to
Australia this time.

You will fly back, the
plane will leave from the
Ismailia RAF base, when
you get there. Leave all
equipment with Mr Khamal.
You can take a taxi to
Ismailia on me.

Colonel H. A. Cumberland

Mission failed

You don't always win lads.
Maybe next time, I still
have faith in you.

You will travel back with
the SS Baracuda, from Port
Said. She will arrive in
Liverpool, from there you
take the train.

Colonel H. A. Cumberland